

ABSTRACT

A method and apparatus for rendering three-dimensional graphics using a streaming render-cache with a multi-threading, multi-core graphics processor are disclosed. The graphics processor includes a streaming render-cache and render-cache controller to maintain the order in which threads are dispatched to the graphics engine, and to maintain data coherency between the render-cache and the main memory. The render-cache controller blocks threads from being dispatched to the graphics engine out of order by only allowing one sub-span to be in-flight at any given time.